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image of at least two windows, at least one task displayed on a three-dimensional object; displaying the movement of one of the tasks in the three dimensional environment in response to input from a user.

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20. (Amended) A computer-readable medium having computer-executable components comprising:

a display environment component capable of displaying a three-dimensional environment;

a display task component capable of displaying at least two window images in each of at least two task images in the three-dimensional environment with at least one task image displayed on a three-dimensional object; and

a move task component capable of moving at least one of the task images in the three-dimensional environment in response to input from the user.

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31. (Amended) A method of generating a display on a computer screen, the method comprising:

displaying a non-focus task in a three-dimensional environment, the non-focus task capable of including an image of at least two windows;

displaying a stage area in the three dimensional environment;

displaying a previous focus task in the stage area;

capturing an image of the previous focus task as it appears on the stage area;

replacing the previous focus task with the image of the previous focus task, the image of the previous focus forming a converted non-focus task;

moving the converted non-focus task away from the stage

area;

B3 (C) moving the non-focus task to the stage area based on a user input; and making the non-focus task a focus task by displaying the at least two windows such that the user can manipulate at least a portion of one window.

34. (Amended) The method of claim 31 wherein capturing an image of the previous focus task comprises:

B4 (C) moving a virtual camera from a current position to a preferred location in the three-dimensional environment; rendering the image of the previous focus task from the point of view of the virtual camera; storing the image of the previous focus task; and returning the virtual camera to the current position.

35. (Amended) The method of claim 31 further comprising:

displaying an image of the three-dimensional environment to the user from the point of view of the current location while the virtual camera is moved to the preferred location, the image of the previous focus task is rendered and stored and the virtual camera is returned to the current position.

37. (Amended) A computer-readable medium having computer-executable components comprising:

B5 (C) a environment display component capable of displaying a three-dimensional environment on a computer screen, the three-dimensional environment comprising at least one stage and at least one

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non-focus task comprising images of at least two windows displayed on a three-dimensional object; a movement component capable of displaying animated movement of a non-focus task toward a stage; and a conversion component capable of converting the non-focus task into a focus task when the non-focus task reaches the stage.
